



Nature  
Your  
Noodle™

For 1-2 players

AGES 10 and up

## SQUARE DEAL™

Have fun tickling your brain's sense of color, patterns and alignment in this BRAIN ADE game. Play against another player, or noodle away at several solitaire challenges.

### Rules for 2-Player Square Deal Game Easy Version

#### OBJECT

The object of the game is to be the first player to play all of your tiles, or to have fewer unplayed tiles than your opponent at game's end. *Play is quick, and you may want to play "best out of three."*

#### EQUIPMENT & SETUP

Turn the 25 Square Deal tiles face down and scramble them. Each player takes 12, sight unseen, and keeps them **face down**. The remaining tile is flipped over. It becomes the "Start" tile.

#### PLAY

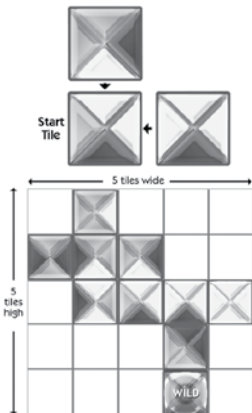
Decide which player will go first. A coin toss is recommended. On your turn, flip over one of your tiles and try to play it. When playing a tile, follow two simple rules:

##### 1. MATCH COLORS

**Each tile played must be** placed next to a tile previously played, horizontally or vertically **AND** it must match the colors on the sides of all adjoining tiles (ignore diagonals).

**2. FORM A 5x5 SQUARE**  
**No row or column of tiles can exceed 5 tiles in length.**

In this example, the horizontal and vertical lines of the tiles have reached 5 tiles in length. From now on, all tiles played must be in this "5 by 5" square.

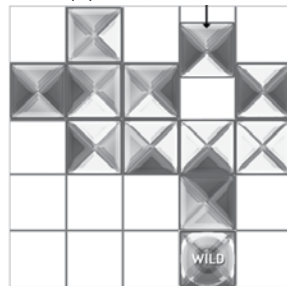


All tiles must be played within this "5x5" square after its limits are established. Note: *Because of the order in which tiles are placed on the grid, the "start" tile will probably NOT be at the center of this grid. This makes each game a unique challenge.*

#### Filling Gaps

As the game progresses, it will become more difficult to play tiles. Gaps may begin to develop. A "gap" is a hole in the layout surrounded on 3 or 4 sides by other tiles. If you can play a tile that fills a gap, you get a **FREE TURN** (you flip and play another tile right now). This is very advantageous because your goal is to be the first to play all 12 of your tiles.

Playing this tile "fills the gap." It matches the adjoining sides of all three adjacent tiles. It earns its player a free turn!



#### Can't Play A Tile?

If you can't play a tile after flipping it, your turn ends. Leave this tile face up. On your next turn, play it if you can rather than flipping another. If you can't play it, flip another tile. If you begin your turn with more than one tile face up, you must try to play one of these before flipping yet another tile.

#### The Wild Tile

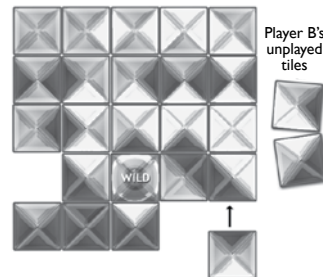
The Wild tile can be played next to ANY tile(s). Any other tile can be played next to an open side of the Wild tile (provided this tile matches other tiles to which it is adjacent).

#### WINNING

You win if you play your twelve tiles before your opponent, as in this example:

However, it may happen that, after flipping all tiles, neither player can play all 12 of his. When this happens, the player with fewer unplayed tiles

(continues on other side)



Player A wins by playing here. Since Player B has two unplayed tiles, Player A wins a 10 point victory.

wins. In the event of a tie, look at the unplayed tiles. The player possessing the one with the fewest colors on it wins. A tie exists if this doesn't break it.

### SCORING

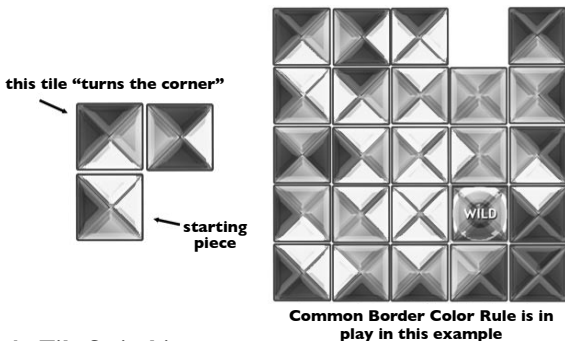
The winner scores 5 points for each tile remaining in his opponent's hand. If you like, you can play "best out of three" (or more) games. Keep tabs of the score after each game. The player with the higher total score wins the match.

### Rules for 2-Player Square Deal Game "Brainy" Version

Once you're comfortable playing the "Easy Version," add these two rules and play the "Brainy" version, which will really tickle your gray cells. For information on "scoring" and "winning," refer to rules under "easy" version.

#### 3. Common Border Color

Only one color may appear on the perimeter of the 5x5 square. And the start tile must be on the perimeter. The first to play aligns his tile with the start tile and then announces which color will be the border color. The first corner of the 5x5 square is defined as soon as a tile is played that has two of the same "border" colors on two sides. In the examples below, purple is the common border color.



#### 4. Tile Switching

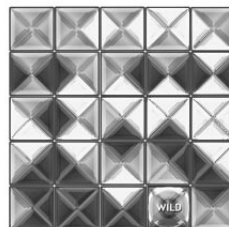
On your turn, you may "switch" an existing tile and replace it with the one you just flipped (or one of your unplayed face-up tiles), PROVIDED the "switched" tile can be correctly placed elsewhere.

You will find it challenging to play most of your tiles in this version.

### SOLITAIRE CHALLENGES

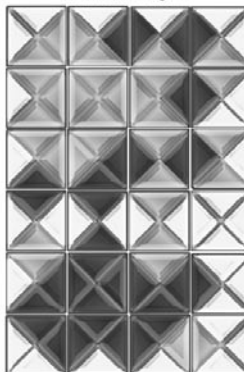
*Square Deal is a lot of fun to tackle alone.*

Turn face down the 25 tiles, then turn one up on each turn. Place each tile according to the rules. Try to place all 25 tiles successfully into a 5x5 grid. If you do, you're a true "Brain." If you have one tile you can't play, you're "Smart and Sharp." If you have two left unplayed you earn "honorable mention."



*Here's one example solution.*

#### One of many Solutions for solitaire 4x6 grid



Once you've accomplished this challenge, remove the WILD tile and arrange the other 24 tiles face up. This time, try to form a 4x6 grid in which a common color (your choice) appears on the outer edges of the sixteen tiles on the grid's perimeter and all 24 tiles are played according to rule #1 in the "easy" version. It can be done in many ways. Try it!

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